TAXAN
Consumer Division

BURAI FIGHTER™

無頼戦士

INSTRUCTION MANUAL

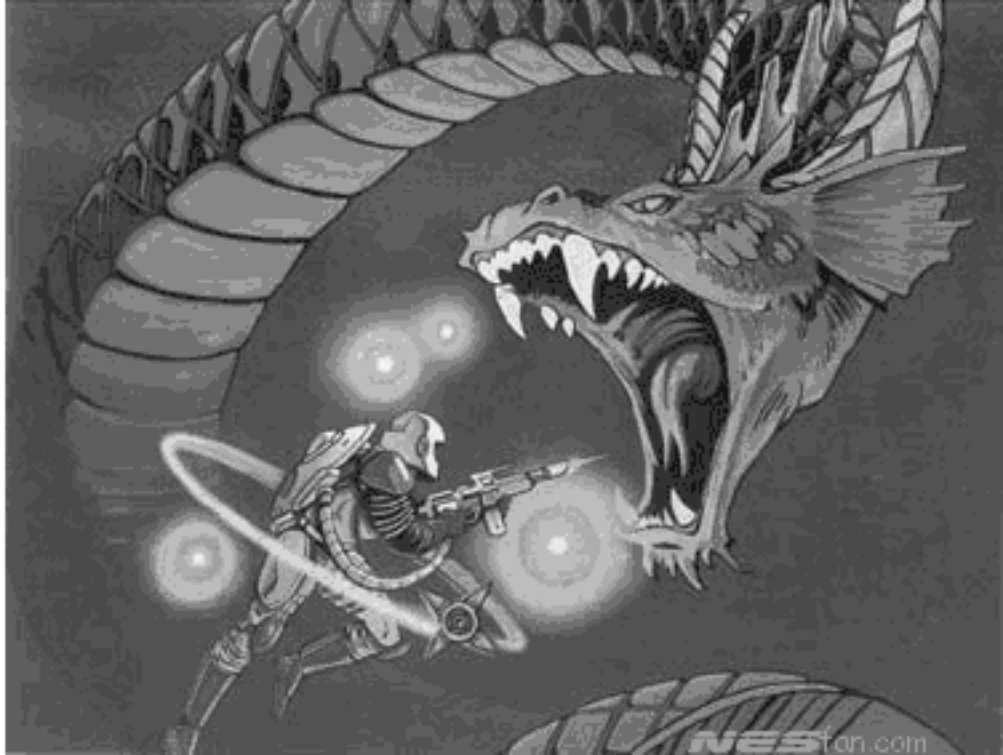
YOUR MISSION

In a remote corner of the galaxy, there lives a race of super-brains known as the Burai. For thousands of years, their vast mental capabilities have been focused upon one goal: the conquest of the universe!

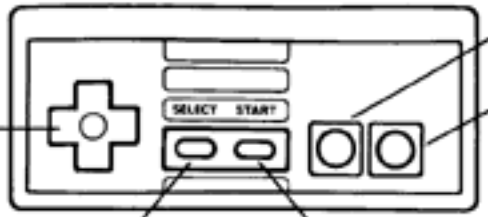
To accomplish this, they are creating huge armies of robo-mutants – bizarre creatures, half robot and half living flesh. With their seven manufacturing bases producing thousands of robo-mutants each day, the Burai armies will soon overrun the galaxy – unless you can stop them!

Strap on your proton pack, charge up your laser cannon, and prepare to do battle with the deadliest army of mutant rogues in the universe. You must somehow penetrate the seven bases of the Burai, where you will confront a super-mutant guarding each base – monstrous creatures like the Giganticrab, Jawsipede, and Fangskull – until finally, you face the terrifying Slimedragon!

But with the awesome arsenal of weapons at your command, victory may still be within your reach. It's up to you to rid the universe of the evil Burai once and for all!



CONTROLLER FUNCTIONS



Control Pad: Move up, down, left and right.
A button: Use Cobalt Bomb.
B button: Fire weapon.
Start button: Start game or pause game.
Select button: Use this button or the Control Pad to select between New Game and Password.

Entering Your Password

Press the A button to input; press the B button to delete.

HOW TO PLAY

The Seven Levels of Game Play

In levels 1, 2, 4, 5 and 7, you will be controlling your fighter from a side-view perspective. In these levels, your goal is to destroy the Boss Enemy at the end of each one. You must beware of the many dead ends you will encounter.

In levels 3 and 6, you will have a top-view perspective. Here, your mission will be to destroy the bases.

The two types of levels will each require special techniques to get through. Practice, and you will achieve your final goal – freedom from the evil Burai!

Top-View Level Radar

At the beginning of each top-view level, a Radar display appears. Be careful to remember the location of your ship, and the base. If you don't, you will wander the barren cosmos for all eternity!

Attack Mode

While in the horizontal (side-view) levels of the game, it is possible to move in any direction while shooting in any other direction. To accomplish this, move in the direction you wish to shoot, then press and hold the B button for rapid fire in that direction (do not use turbo). As long as you keep the B button pressed, you can move in any direction while continuing to shoot in the original direction. To shoot in a different direction, release the B button, move in that direction, and press the B button again. (It may sound complicated, but with a little practice, you will be in full control!)

Levels of Difficulty

There are three levels of difficulty in Burai Fighter:

Eagle (easiest)
Albatross (more difficult)
Ace (most difficult)

There are several differences between the levels. First, as you progress to the harder levels, new and more difficult enemies will attack. Second, the enemies will move faster and shoot more. Third, the bonus multiplier will change. Finally, the endings will change.

Speed Up

Pick up the Ⓢ symbol to speed up the movement of your fighter. But be careful not to pick up too many, or his speed may become difficult to control.

Extra Men

There are several ways for you to receive a free man: by picking up a ① symbol, by reaching a certain score, by saving your cobalt bombs, and by looking in hidden rooms.

Hidden Rooms

Throughout the game, there are hidden rooms. When you find one, the direction of game scrolling will change; after you explore the hidden room, the scrolling direction will return to normal. These rooms may contain all kinds of goodies!

Bonus

After completing a level, you will be awarded a bonus for the quantity of weapons you have collected. This bonus increases with the level of difficulty. The bonus is calculated by the weapon level times a multiplier, which changes for each level of difficulty as listed below.

Eagle: X 500
Albatross: X 2000
Ace: X 5000

If you have a weapon powered up to level three (ten symbols), you will receive 20 times the bonus multiplier instead of 10 times.

WEAPONS

You start the game with a simple gun. There are three power-up weapons available: Laser, Missile, and Ring. Each power-up weapon has three power levels. Your weapon will change when you pick up one power-up weapon symbol. Pick up five of the same symbols to advance to weapon power two; pick up ten of the same symbols to reach weapon power three.

To switch weapons, simply pick up a different weapon symbol; your other weapons will remain stored until you pick up their symbol again. When you are destroyed, you will only lose the weapon you are currently using.

Cobalt Bombs

Gather the red pods until your Cobalt bar reaches the white marks. Then you can press the A button and destroy everything on the screen. If you save your Cobalt Bombs until the "extra" appears, you will receive a free man. Although this weapon is very effective in removing all enemies and bullets from the screen, it has no effect on the Bosses.

Rotating Pod

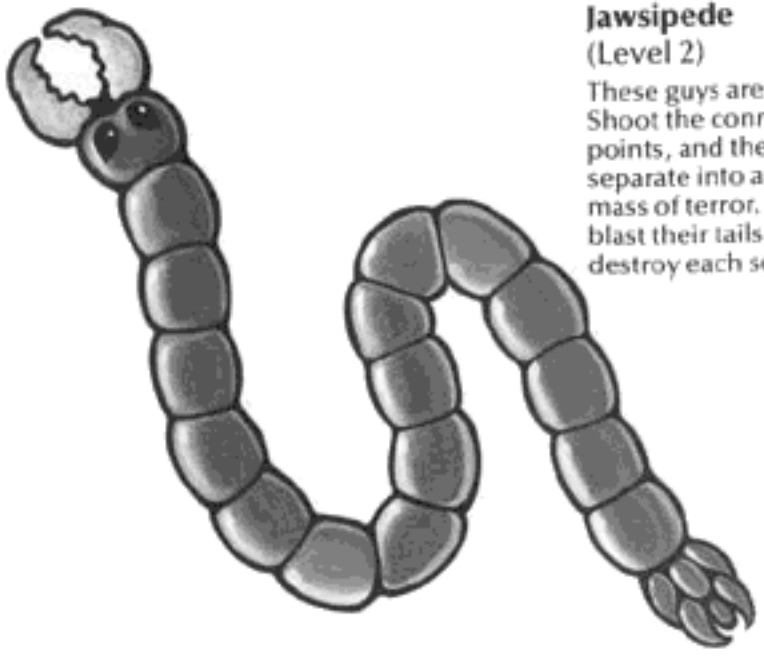
Pick up this pod for extra offensive and defensive power. It will rotate around you, and can be used to collide with enemies. The pod has no effect on enemy fire. If you pick up additional pods, the pod will speed up.

BOSS ENEMIES

Giganticrab

(Level 1)

Beware of his flailing tentacles, and the venom which he spits at a furious pace. He will trap you in a corner if you're not careful!



Jawsipede
(Level 2)

These guys are tough! Shoot the connection points, and they will separate into a wiggling mass of terror. Then blast their tails to destroy each section.

Fangskull
(Level 4)

This not-so-Jolly Roger will chase you while firing his deadly bone bullets. But don't let him scare you – he's not as fierce as he looks (gulp!). To make matters worse, you must also avoid the falling platforms.

Torchwing
(Level 5)
This gal has a nasty disposition! She will attack with a spinning circle of fireballs. Her domain is near the volcanic fire spouts, so you must stay clear of the giant shooting flames.

Slimedragon
(Level 7)
This green-scaled slimeball is the master of the Burai, and easily your most fearsome adversary. He will shoot molten rock curve balls which are indestructible. Keep on your toes, or you'll end up as dragon bait!

OTHER ENEMIES

Whizzer

Big Beak

Fatso

Gripper

Stingwing

Creepcrawl

Visemouth

Beetlejaws

Pinchpaws

Cannonhead

Twinkletoes

Mothster

Badbug

Foureyes

Buzzbomb

Mantaroid

Sharpo

Freakfly

PLAYING HINTS

Levels of Difficulty

This game can be tough; so no matter how good you are, you should try to master the levels of difficulty in order. Otherwise, you will have little chance of defeating the powerful Burai which occupy the Ace level.

Boss Enemies

Each Boss can be destroyed with any weapon. However, each Boss is more easily defeated with a certain weapon. Try to find the weakness of the Boss you are fighting, and you will be able to destroy him easily (well – easier!!!).

Hidden Rooms

It is important to try to find as many of the hidden rooms as possible, as they will definitely assist you in your battle.

GOOD LUCK!